U/SNS-A2TE-USA

SUPER TURRICAN 2™

INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
AGES 6+

ocean™

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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INTRODUCTION

The Army of Darkness has returned—Armageddon has arrived! The Federation's meager nuclear defense systems were no match for the Machine phasers launched from deep space. The galaxy now remains a smoldering wasteland, fallen under the wrath of Evil.

Shipwrecked somewhere in this devastated realm—the last remaining survivor of the United Freedom Forces (UFF), it is your duty to thwart—by whatever means possible—the Machine's plan to transform the devastated galaxy into their new defense stronghold.

Unfortunately, the Machine has already begun positioning their forces deep within the chaos. Not only must you prevent additional forces from invading, you must also drive out these vicious cyborg mercenaries.

Good luck, salute and be well.

STARTING THE GAME

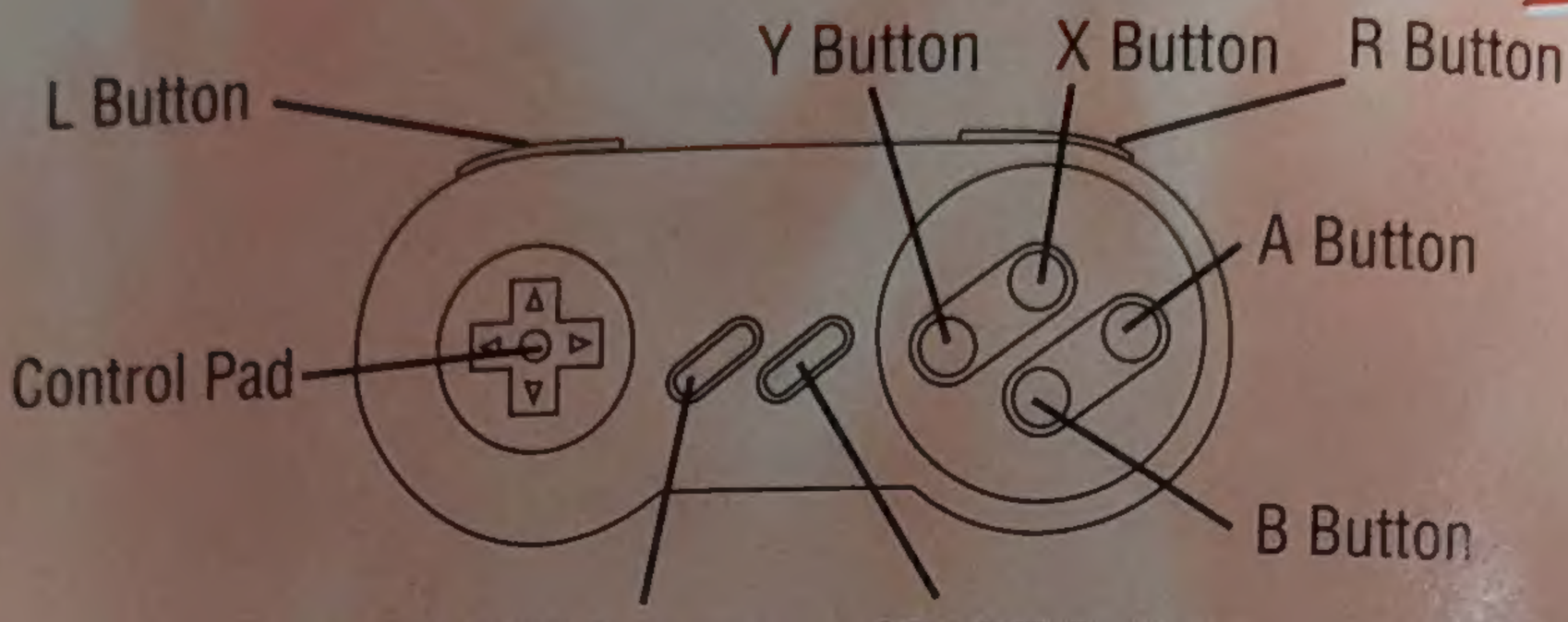
1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a game controller into your system.

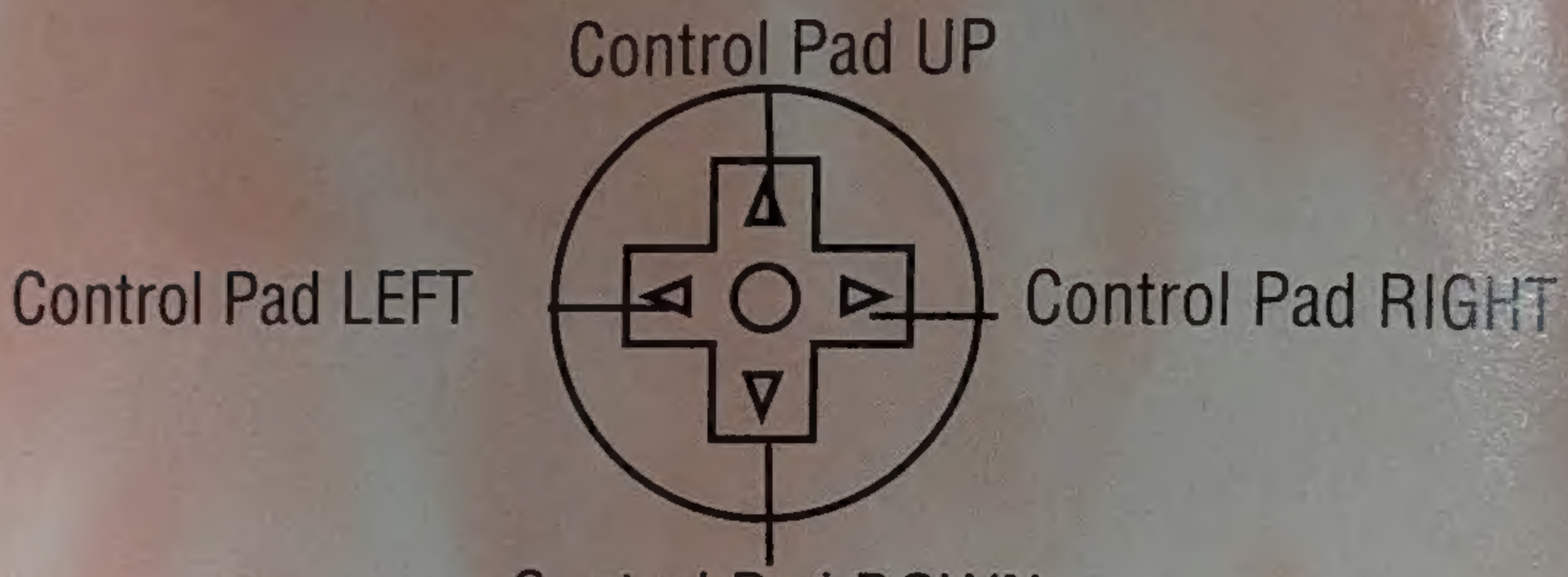
2. Insert the *Super Turrican 2™* Game Pak, label facing front, in the system slot.

3. Turn on the system by sliding the POWER bar toward the Game Pak slot.

4. When the Title Screen appears, press the START Button to skip introduction sequence and begin play.

GAME CONTROLS





TO MOVE CHARACTER: Press the Control Pad LEFT or RIGHT.

TO JUMP: Press the B Button.

TO DUCK: Press the Control Pad DOWN.

TO FIRE WEAPON: Press the Y Button.

TO ACTIVATE CYBERFIST: Press the R Button.

TO ACTIVATE NITROGEN FREEZE LASER: Press the L Button.

TO ACTIVATE SMART-BOMB: Press the X Button.

TO ACTIVATE ENERGY WHEEL: Press the Control Pad DOWN and the B Button simultaneously.

TO PAUSE GAME: Press the START Button.

MAIN GAME MENU

Press the START Button to access the Options Menu.

OPTIONS MENU

To make a selection in the Options Menu, highlight your selection and press the Control Pad LEFT or RIGHT to change options. Press START to exit the Option Menu. The following is a list of the various available options.

DIFFICULTY

On all three difficulty levels, you start with three lives. Select from Easy (3 continues), Normal (2 continues), or Hard (0 continues).

SOUND MODE

Here you can sample the various soundtracks in the game. Select from Mono, Stereo or Surround.

SONG TEST

Use to sample music from the different stages.

PAD CONFIGURATION

Allows you to change your Control Pad set-up.

MAIN GAME SCREEN

SCORE
Displays your current score.

TIME
Displays how much time you have remaining to complete the level.

HEALTH METER
Displays how much energy you have remaining.

ENERGY WHEEL METER
Displays how much time remains in Energy Wheel mode.

LIVES
Displays how many lives you have remaining.

SMART-BOMBS
Displays how many Smart-Bombs you currently have.

WEAPONS

To collect a weapon, simply jump into it. You can collect four different types of weapons, designated by colored icons. Each weapon can be upgraded three times. If you lose a life, however, your weapons will be downgraded one level.

Spread Rifle: Fires a powerful spread shot, very effective in the open field.

Laser: Perfect for extremely tough enemies.

Flame Thrower: Use to fry pesky Yurok raiders and anything else that moves!

Rebound Laser: Fires shots that rebound off walkways and walls—not Yuroks. Very useful for enemies above or under you.

Homing Missile: Fires automatically when you fire a normal shot with any other weapon. Homes in on the target and KABLAAAM!

Smart-Bomb: Fires a giant blast that eliminates all enemies on-screen. You can collect a maximum of three Smart-Bombs at one time (as indicated by the on-screen icon). When you lose a life you will lose one Smart-Bomb. If you lose a life with no Smart-Bombs, you will get a bonus Smart-Bomb when you re-start.

The Energy Wheel (Invincibility): To activate, duck and press the B Button simultaneously. To de-activate, simply jump (press the B Button). With the Energy Wheel activated, you can only lay mines and throw bombs—you cannot fire your special weapons.

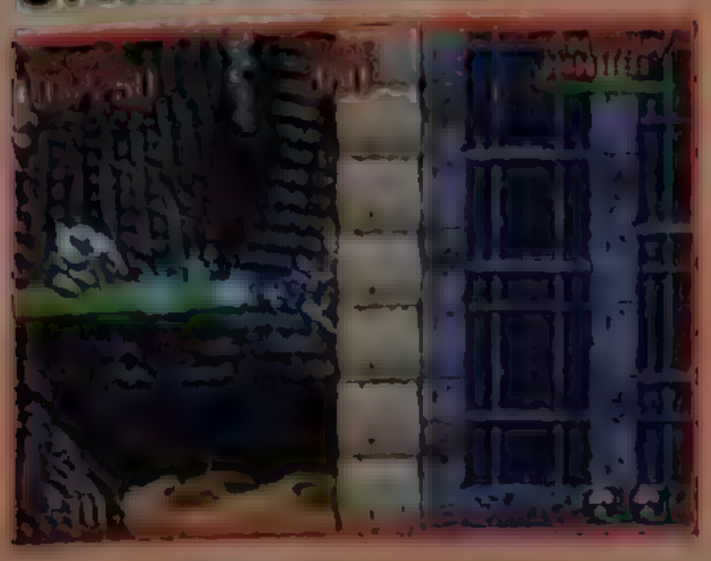
The Energy Wheel can be activated for a limited time, as indicated by the green bar underneath your Health Meter. Your meter is re-energized before beginning each new level.

WORLDS

DUNE WORLD

The Machine's insidious presence has taken root on a desolate sand world. Armed with your Turrican Assault suit and a turbo-charged hyperspace hog, you'll begin your quest against sand leaches and exterminator droid units, toxic sludge, Machine cyborg hovercraft and 40 ft. dune snakes. Remember: Power-ups! Power-ups! Power-ups!

SAND PLANET

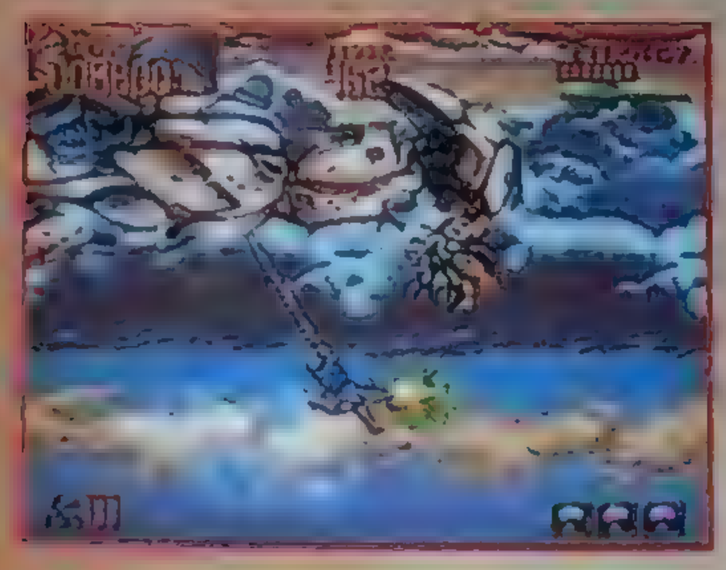


Several Machine battalions have penetrated the once-thriving sand metropolis. You'll need to make use of your sharp shooting and scaling abilities to survive! Whirlwind ground droids and hovercraft attackers will provide you the most trouble, but keep an eye out for anything and everything.

THE SEWERS

Machine sludge have slithered their way into the sewer system. Watch your step as these pipes are very fragile. One wrong move and you could be swept out to sea with the rest of the waste. Your biggest foe down here is the stench, visible as a foggy green gas that when inhaled, will clog your cylinders and shut down your mainframe. In other words, breathe and you're scrap.

PIRATE ATTACK

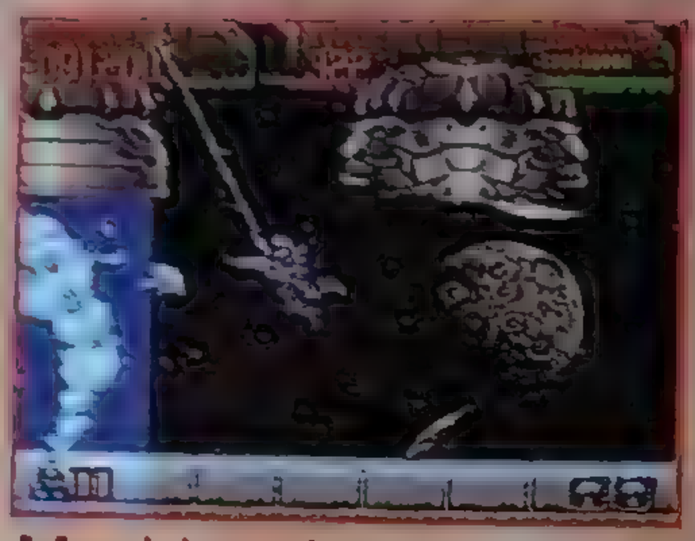


We have received reports that a stray pirate vessel has been surveying over the desert. Hitch a ride on this thing, but be careful. Word is it's manned by an army of aerial attack droids. Then get ready to partake in some robotic aerobics as your only route to safety is a ride on a slippery sand snake. Time each jump perfectly or else you'll end up with your head in the sand.

JAWS

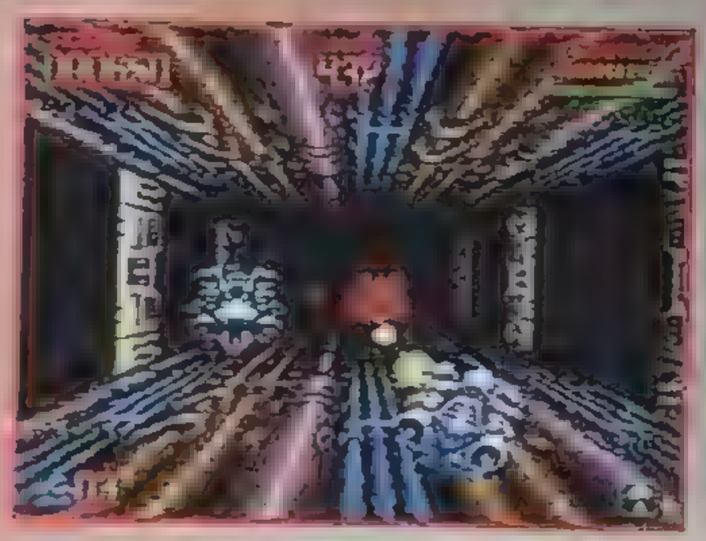
The only way off this heinous planet is through evil's mascot—the mother desert eel. Use your cyberarm to latch onto his giant molars as Machine raiders try and feed you to this overgrown worm. Also beware of its tongue/droid annihilator. Be alert! One slip and you're dinner.

SPACE ESCAPE



You've been captured by the servants of the Machine and must escape and boldly venture into deep space, where even more Machine forces unleash their wrath on this once-peaceful galaxy. Here you'll wage war on the Machine destroyer ship and battle cyborg scouts and yellow jacket slayers—all the while staying clear of the circuit-searing repulsion beam.

HELL'S CORRIDOR

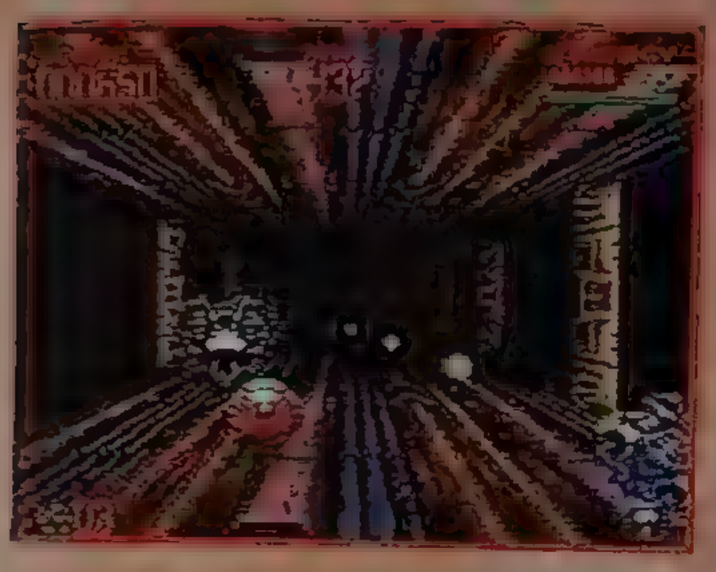


Here's where Mode 7 really kicks in. Board your galactic chopper and go throttle-to-throttle with Yurok mercenaries at warp speed—in Hell's corridor. Dodge their possessed eyeball fire, and watch out for the outer space Harley dudes with the giant drill bits. These guys really know how to shred...literally!

CYBERNETIC INSTALLATION

Deep inside the Machine's battle cruiser awaits your toughest nemesis yet. But before you tangle with her, you must deal with ground droids, massive cathode-ray spitting brain matter, electron fields and repulsion beam barriers. Your spread shot will come in handy here.

RETURN TO HELL'S CORRIDOR

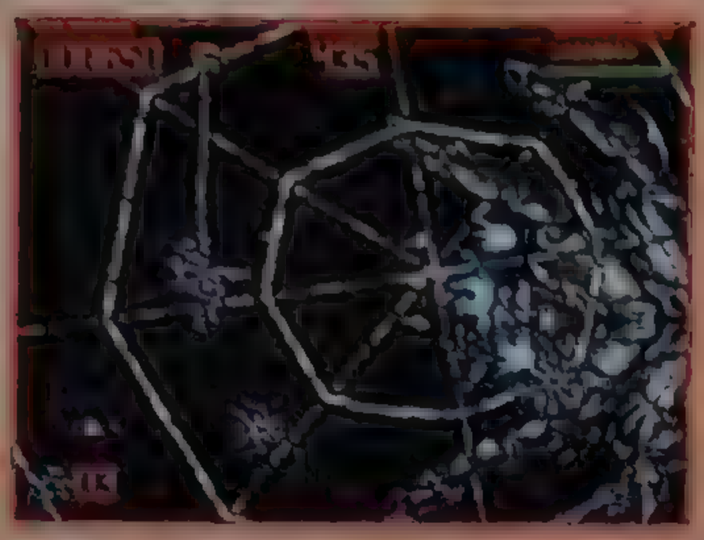


You know the scenario. Fewer laser beam walls. More wild cyborg bikers.

THE GREAT ESCAPE

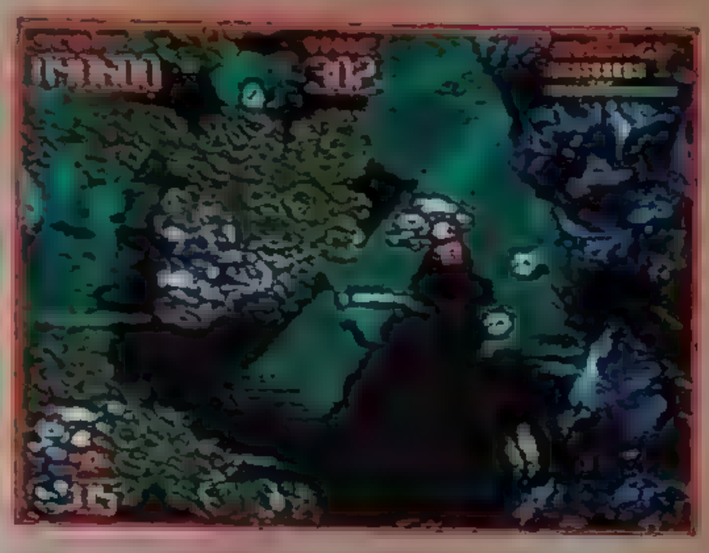
The web of terror awaits. But first, you must survive the ride. Hang on tight as you leap from live missile to live missile on a journey through space at blinding speeds. Timing is everything—one slip and you're a human satellite.

THE WEB OF TERROR



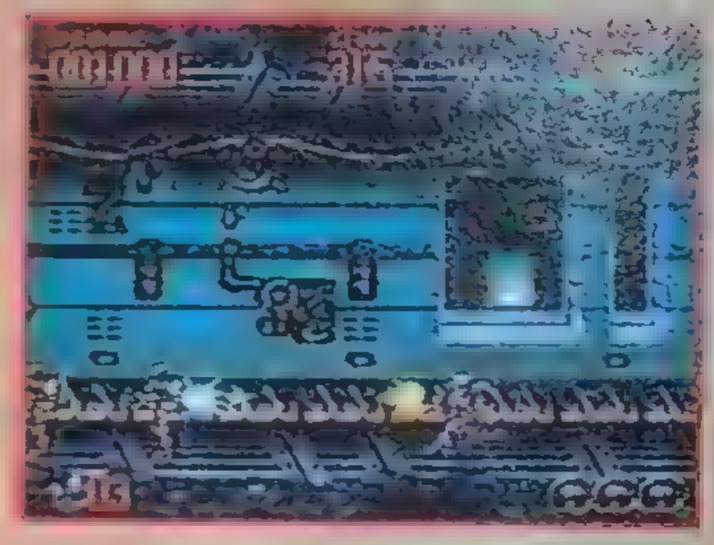
With a thorax full of armor-piercing venom, and an army of cyberspiders at her disposal, the Machine's pet tarantula weaves a virtually inescapable web of terror. It's going to take all the firepower you've got to exterminate this mechanized spider, so make every shot count and prepare to give your cyberfist an extreme workout.

WATERY GRAVE



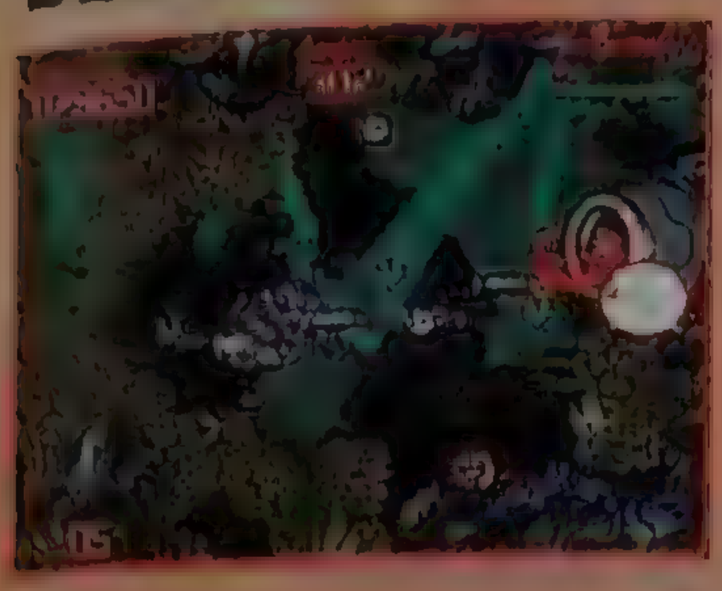
You've been rescued by a pirate voyager and taken to the infamous Water Planet. But this ain't no day at the beach as underwater snipers, piranhas and deep sea droids await to bury you in a watery grave. Collect all the weapon power-ups you can for this one—and stay clear of the jagged caverns. To change the water-bike's direction, use the B Button or the L and R Buttons.

PIRATE BASE



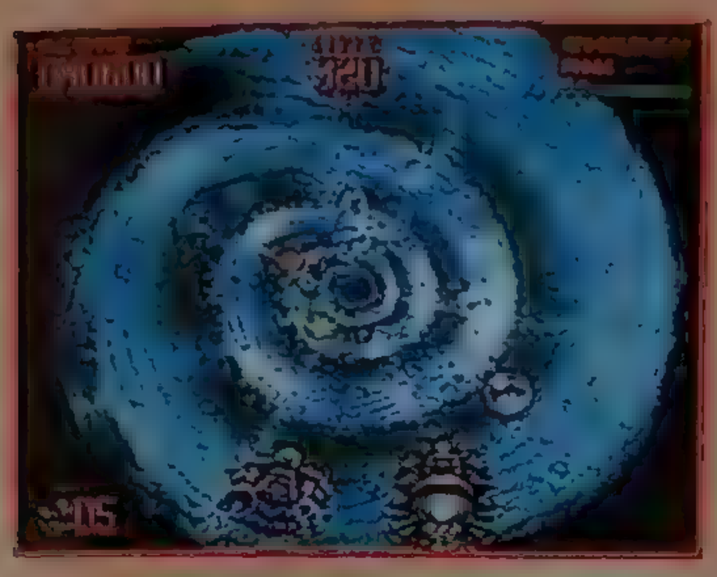
From water to land, you attempt to disarm the pirate's generator wave. Douse pirate grunts, blast the wave, then dive back into the water before...KABLAAM!!!

DEEP SEA NIGHTMARE



It's time to dive in again. Prepare for more underwater snipers, piranhas and deep sea droids that await to bury you—once and for all.

DEEP SPACE WHIRLPOOL

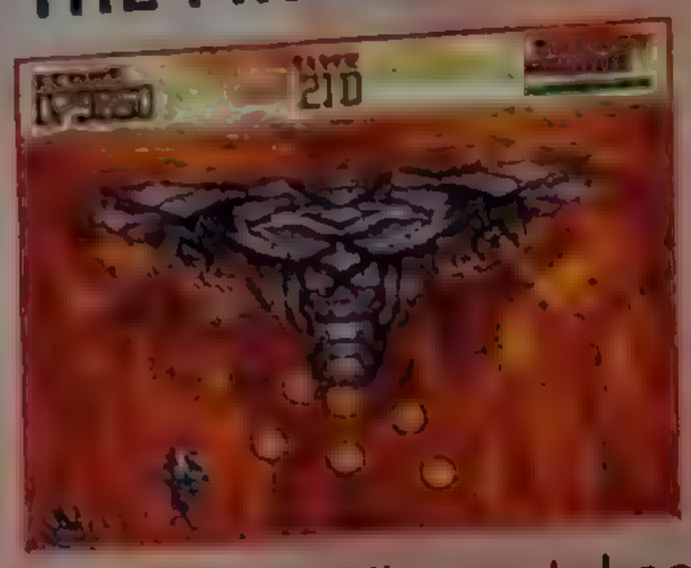


Prepare for a dizzying descent to the Machine's black hole stronghold. It's downhill from here as you venture head-first through a deep space whirlpool filled with unrelenting space bikers, lethal energy orbs and stomach-turning ether waves.

MANTA WAR

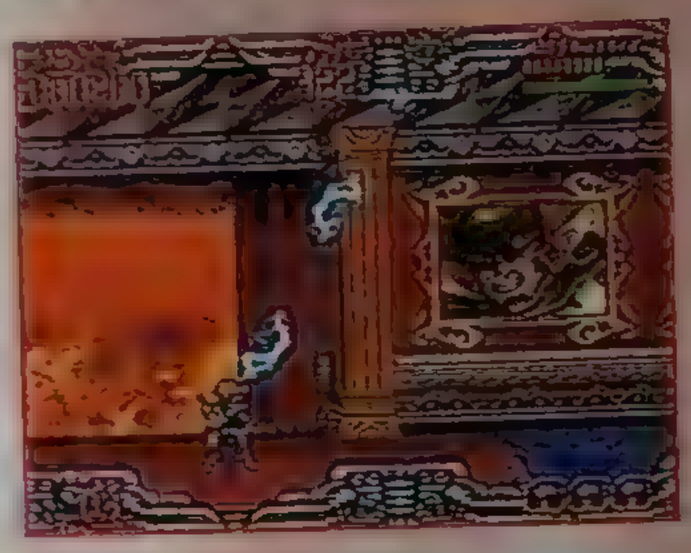
Get ready to meet the most vicious level boss in the history of the galaxy—the manta! With a tail that can cut a galactic cruiser in half with one swipe, this guy is someone you definitely don't want to mess with. Unfortunately you have no choice—he guards the secret to the location of the overlord's palace.

THE FINAL CONQUEST



Located on the corona of the sun rests the overlords palace. Get ready to melt your way through a scorching maze of steel and fire, before reaching the king of Darkness himself. It's just you and him now. Winner takes all. Defeat him and the galaxy will be free again. Get burned...and evil rules the universe.

EVIL'S PALACE



It's simple. Blow up the palace, get the heck outta there, become a hero. Job well done, Turrican!

POWER-UPS

Turrican Capsules: Shoot capsules to free weapons and power-ups.

Gems: Collect 30 gems to get an extra life at the end of each stage.

Turrican Icon: Collect this icon and receive an extra life.

COMPLETING A LEVEL

To complete a level, search around for the "exit" sign. But beware, where there's an exit sign, monsters are sure to follow.

CREDITS

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Music Sound Effects:	Chris Hulsbeck
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Produced by:	Julian Eggebrecht

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